

Architecting System Performance; Defining Performance

by *Gerrit Muller* [TNO-ESI, University of South-Eastern Norway]

e-mail: `gaudisite@gmail.com`

`www.gaudisite.nl`

Abstract

Performance is a broad term. Each domain has its own key performance parameters. Performance can be used to indicate time-oriented performance, such as response time, throughput, or productivity. However, more broadly, it may be used for aspects like image quality, spatial performance (f.i. positioning accuracy), energy or power properties, sensitivity and specificity of algorithms, or reliability and availability.

Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

August 16, 2025

status: preliminary

draft

version: 0.1

time-oriented response time latency throughput productivity	spatial positioning accuracy working envelope range turning cycle	reliability MTBF MTTR uptime unscheduled breaks
energy/power energy consumption range standby time maximum power heat release cooling capacity	algorithmic sensitivity specificity accuracy coverage	image quality sharpness contrast color consistency color rendition streakiness uniformity

Performance Attributes

time-oriented

response time
latency
throughput
productivity

spatial

positioning accuracy
working envelope
range
turning cycle

reliability

MTBF
MTTR
uptime
unscheduled breaks

energy/power

energy consumption
range
standby time
maximum power
heat release
cooling capacity

algorithmic

sensitivity
specificity
accuracy
coverage

image quality

sharpness
contrast
color consistency
color rendition
streakiness
uniformity

Defining Performance

performance is a function of:

context

perception depends on individual human characteristics

circumstances

operation of interest

} scenario
use case¹

system of interest

specification

design

configuration

version

history

} generic, valid for the class of systems
normal and special cases

(worst case, degraded, exceptions, ...)

} instance specific

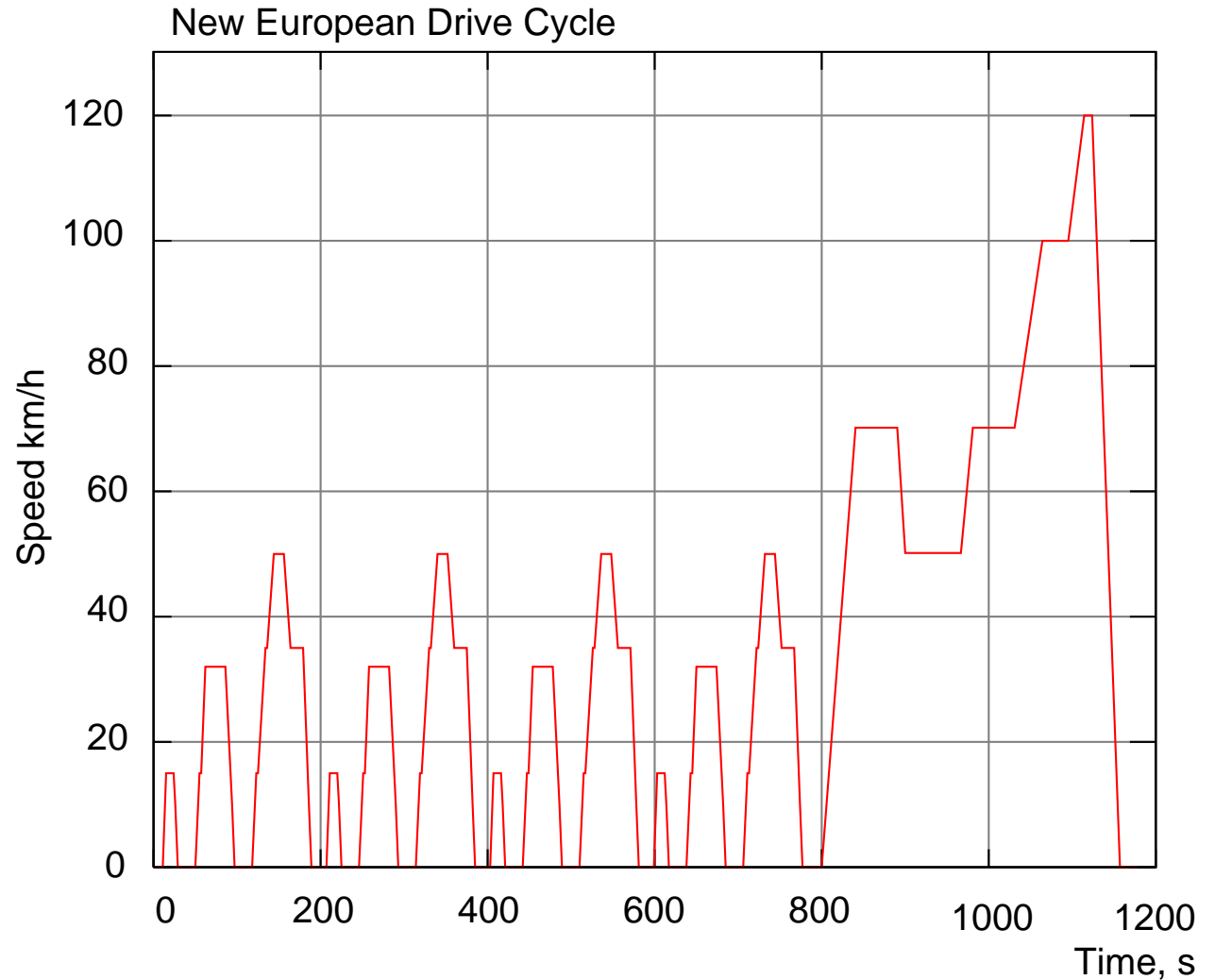
¹a use case in this context is rich (includes quantifications) and broad (covers the operation of interest, not a single function)

Example EV Range Definition

Electric Vehicle Driving Range

Range = f(
v(t),
Circumstances,
Driving style,
Car load,
Charging state,
Battery age)

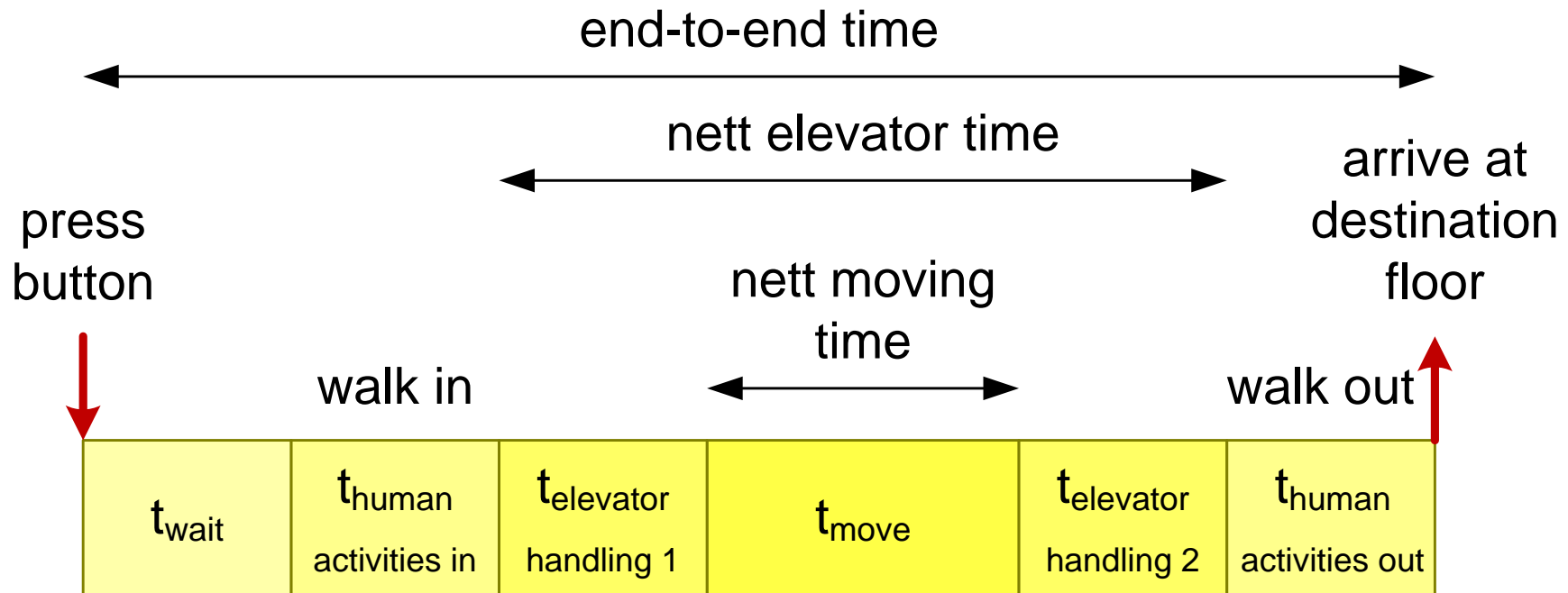
A quantified Use Case defines under what circumstances the EV will achieve the specified range.



http://en.wikipedia.org/wiki/New_European_Driving_Cycle#/media/File:New_European_Driving_Cycle.svg
Published under GFDL, thanks to Orzetto

End-to-End Performance

The **end-to-end** performance is the relevant performance as the **stakeholder** experiences it: from **initial trigger** to **final result**.



$$t_{end-to-end} = t_{human\ activities} + t_{wait} + t_{elevator\ handling} + t_{move}$$